**CSCI 4160 Final Project**

**Earthbound Demo Game**

This project consists of the replication of a SNES video game by the name of Earthbound (Mother 2 in Japan). The game is quite large and requires, on average, about 18-25 hours of gameplay in order to complete it. I will not be replicating the entire game but just the first portion of the game. So in order this following should happen:

1. Allow you to pick the name of your character, your favourite food and your favourite thing to do. After all that’s done, the game will confirm whether you are okay with your choices.
   1. You have the option to choose “Don’t care”, and it will pick the names for you.
2. You should see a small glimpse of the town that you reside in and the atmosphere. It should be night time and eerie. It will finally arrive to your house.
3. You’ll find your character (Ness, if “Don’t care” was chosen) in bed who is abruptly awoken by a strange noise outside
4. When you walk out of your room, the lights of the house will turn on
5. From there you have the choice of going into your sister’s room to check up on her or go downstairs
   1. (Check sister’s room) You’ll find your sister and you’ll be able to talk to her.

The control schema will mimic the SNES’ controller schema:

|  |  |
| --- | --- |
| Super Nintendo Controller | Keyboard |
| A | X |
| B | Z |
| X | S |
| Y | A |
| Start | Enter |
| Select | RightShift |

Things to Do (Coloured if complete. Colour represents difficulty.

Green, Easy – Orange, Moderate – Red, Difficult – Crimson, Nightmare):

* Create Animation for Player
* Create Menu (Not Complete)
* Create rooms for player to enter (Not Complete)
* Inventory (Not Complete)
* Fighting System (Not Complete)
* Monster AI (Not Complete)
* Spawning Monsters (Not Complete)
* Dialogue (Not Complete)
* Events
  + Leveling
  + Touching Monster
  + Buzz Buzz Prophecy
  + Knock On Door Event
  + Buzz Buzz Death
  + Starman Jr.